Luke Atkins

(317) 249-7840 | lukeatkins74@gmail.com | https://www.linkedin.com/in/luke-atkins/ | https://github.com/lukeaal

EDUCATION

Indiana University - Bloomington   **Bloomington, IN**
B.S. Computer Science | Specialization in Artificial Intelligence, **GPA: 3.7**   *Expected December 2024*
- Coursework: Algorithms, Data Structures, Object-Oriented Programming, Machine Learning, Statistics, Multivar Calc

SKILLS

Languages: Swift, Python, Java, JavaScript, Zsh, HTML, CSS, SQL
Frameworks: UIKit, SwiftUI, Tensorflow, Core Data, React, Django, Tailwind, JUnit, XCTest, MySQL, Numpy, Flask
Tools: Git, Github, Jira, Figma, XCode, Datadog, Bitrise, LaunchDarkly, Embrace, Unix, Docker, Lambda/S3, Firebase

WORK EXPERIENCE

Software Engineer Intern   **Denver, CO**
Ibotta, D2C mobile app   *May 2024 - Present*
- Eliminated user friction by an average of ~3 seconds and two steps by utilizing machine learning driven text recognition, directly enhancing the mobile app's bottom line.
- Secured buy-in of a new search scan feature from stakeholders by mocking and presenting the flow utilizing Figma.
- Lowered app crash diagnosis time by 20% by capturing 10% more exceptions through logging with Embrace.

Mobile Development Teaching Assistant   **Bloomington, IN**
Luddy School of Informatics, Computing, and Engineering, Mobile Development   *January 2024 - May 2024*
- Educated 100+ students, with 96.5% achieving mastery of all course concepts by providing one-on-one assistance.
- Improved grading team efficiency by 3x by writing Zsh scripts to automate git version control for 100+ repositories.
- Achieved 90% of student projects utilizing 3+ APIs by pushing use of frameworks, enhancing app functionality.
- Taught students to maintain MVC and MVVM architectures and Apple SDKs while using Git version control.

Machine Learning Research Intern   **Baton Rouge, LA**
National Science Foundation   *June 2023 - August 2023*
- Cut development time by 30% by building I/O pipeline for models on real-time financial datasets in TensorFlow.
- Stress tested suites of LSTMs with noise injection and out-of-distribution analysis, exposing the edge of performance.
- Boosted model accuracy by 15% and improved layer architecture for Fine-tuned ML models on anomaly detection.

PROJECTS

Harvard University Hack-a-thon   **Boston, MA**
(Team of 4), Placed 1st out of 39 teams
- Developed a SwiftUI iOS app, enabling hikers to grade trails and select suitable hikes based on biometric data and workout history, resulting in funding from the main sponsor. (MapKit, HealthKit, Google Firebase)

Hacker News Mobile App ~ published on App Store   **Remote**
Co-developed, App Store
- Eliminated API calls from 100 to 5/hr enhancing story-swiping/network load by creating a caching network manager.
- Built interactive widgets with WidgetKit and Intents, enabling headlines to be carouseled through on the home screen.

CashMap - Location Based Expense Tracker   **Remote**
Developer, project link
- Built an IOS application with UIKit to track expenses geographically, improving user budget awareness and control.
- Created at-a-glance Widget analytics about user spending with WidgetKit and CoreData, boosting app engagement.

Web App for Concert Venue Booking System   **Remote**
Developer, CRUD application with RESTful API
- Developed a Django API for user auth and data management with S3 & PostgreSQL database, links to React frontend.
- Built continuous integration and delivery pipeline for a containerized micro-service using Github Actions Workflows.